

Metropolitan Chess

Having long pondered the venerable game of chess that for over a millennia mirrored the form and progression of warfare as commonly encountered (combatants facing one another across a 'no-mans land' upon which the battle will be waged), I was provoked in the mid-1980s to wonder how it might be reformed to represent the kind of battleground upon which combat now occurs within metropolitan regions in particular (friends and foes living side-by-side with incessant sacrifice of the former required to defeat the later). The revision as reproduced here was formalised on 26 September 1987.

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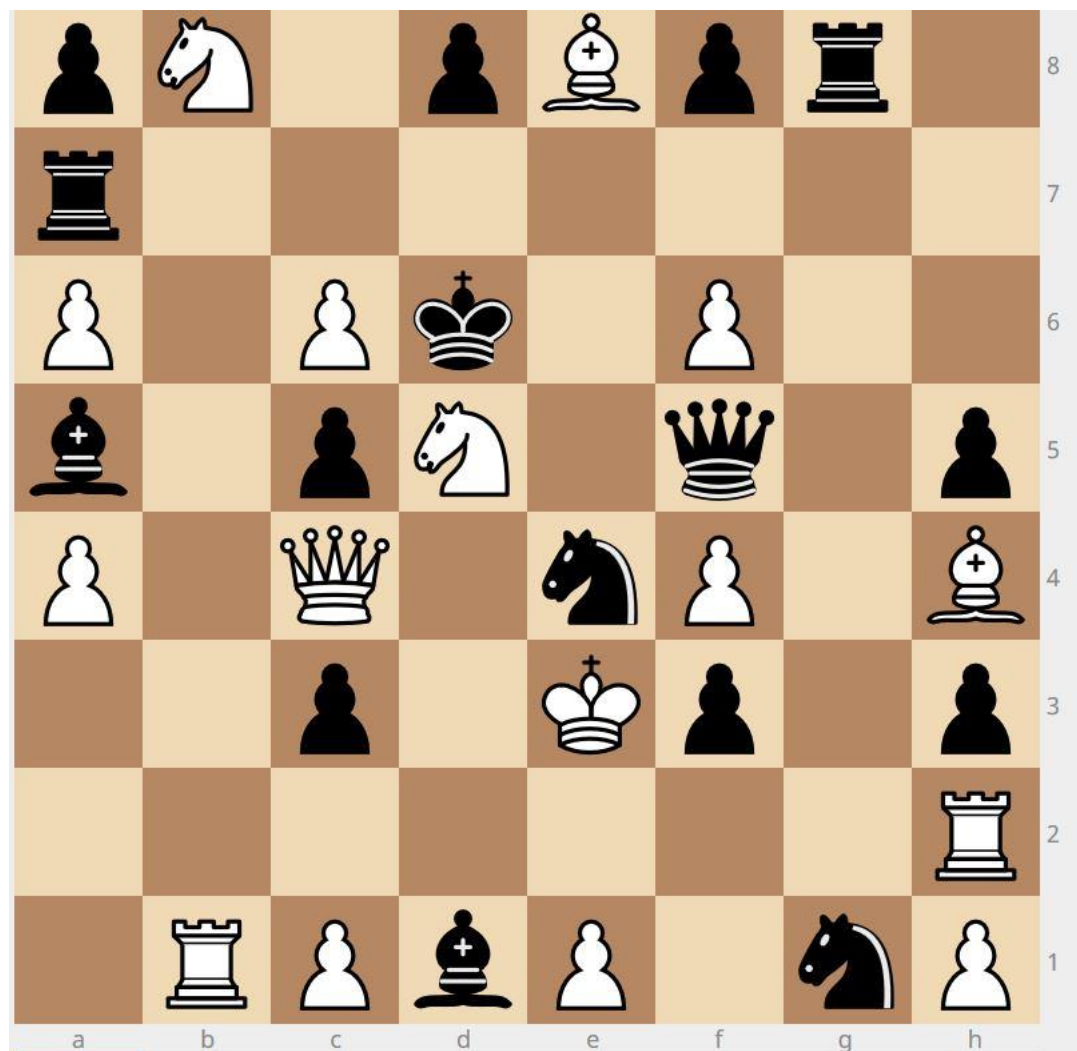
Rules:

White to move first.

Pawns may be moved onto an adjacent vacant square in *any lateral direction* but may capture only by replacing a piece on an adjacent square in *any diagonal direction*.

Pieces other than pawns may be moved and capture others as in ordinary chess, but no castling, pawn promotion or double-first moves by pawns are permitted.

Initial position of pieces:



[Initial Position of Pieces in Standard Notation:

White pawns on c1, e1, h1, a4, f4, a6, c6, and f6;
white rooks on b1 and h2;
white knights on b8 and d5;
white bishops on e8 and h4;
white queen on c4; and
white king on e3.]

Black pawns on c3, f3, h3, c5, h5, a8, d8, and f8;
black rooks on a7 and g8;
black knights on e4 and g1;
black bishops on a5 and d1;
black queen on f5;
black king on d6].